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MODEL 60-043

ELECTRONIC LCD GAME

TIGER



600430001IWTI-01

## A POTATO'S POINT OF VIEW

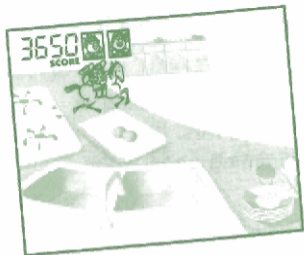
Welcome to the world of Mr. and Mrs. Potato Head! You can play as either one of them in 6 stages of high adventure! You will be picking up different body parts as you play (eyes, noses, mouths, and ears)! Then if you pick up the two special pieces in each stage, you will see a special "stage winning" animation of Mr. and Mrs. Potato Head together!

For instance, stage 1 is called MOUNTAIN CLIMBING. If you score enough points, then toward the end of the stage, you will find two special MOUNTAINEERING pieces. Pick them up and then at the end of the stage when the stage timer expires, you will automatically see Mr. and Mrs. Potato Head mountain climbing in the "Stage Win" animation. There's two special items to pick up in each of the six stages — so there are six different stage endings you can see!

On your road to discovery of picking up different body parts, you will also experience all the fun of household objects — from a potato's point of view!

For instance, the kitchen is like a downtown community. Great sweeping plans of linoleum, tile, chrome and stainless steel. The sink is a pond and the spatula is a diving board. The freezer is like Antarctica. Pots and pans are allies. A sponge can be a bed. The dishwasher is a funny obstacle — fall into the dishwater, and you get sprayed with water!!! So in addition to picking up the necessary items to see each special stage ending, you will also experience all the fun of roaming through a house and encountering household objects and obstacles!

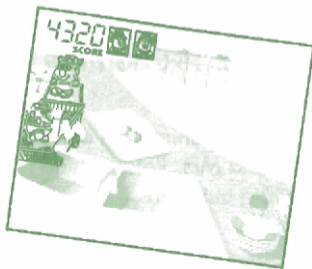


**STAGE 4: WILD WEST**

"Stage Win" automatic animation of Mr. and Mrs. Potato Head riding "double" on the back of a horse!

**STAGE 5: GOING SHOPPING**

"Stage Win" automatic animation of Mrs. Potato Head pushing a shopping cart with Mr. Potato Head riding inside the cart!

**STAGE 6: GOING TO THE MOON**

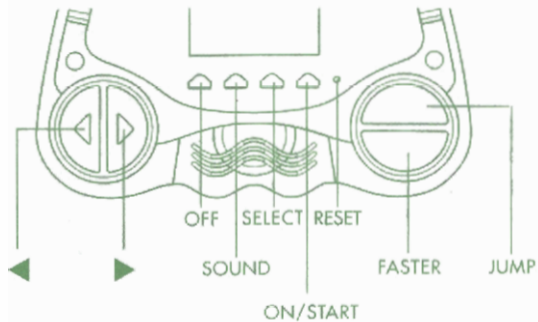
"Stage Win" automatic animation of Mr. and Mrs. Potato Head flying in a rocket ship to the moon.

Although you will always automatically play through all six stages, if you don't pick up the two special items, you will not see the "Stage Win" animation at the end of that stage!

Each time you set a new scoring record, the word "WIN" will appear at the end of the final stage!



## EACH STAGE CAN LEAD TO A NEW ADVENTURE!



**ON/START** — to turn on the unit.  
 — to start the game  
 — to start each stage.

**SELECT** — to select to play as either MR. POTATO HEAD or MRS. POTATO HEAD

**SOUND** — to control sound; on or off

**OFF** — to turn off the unit.

"◀" — to move left.

"▶" — to move right.

**FASTER** — to move faster.

**JUMP** — to jump up

**RESET** — to reset your unit if your game malfunctions.



Press the ON/START button to turn on the game. You will hear an "On" beep and the maximum score is displayed.

Now use the SELECT button to toggle between your choices of MR. POTATO HEAD or MRS. POTATO HEAD. Whichever one you choose will be your character throughout all six stages of the game. The "default" selection is Mr. Potato Head.

Press the ON/START button again to begin play from stage 1 when you are ready. You will hear a simple "game start" melody and the game begins with a zero score.

You begin play moving forward automatically! Use your control buttons to help you:

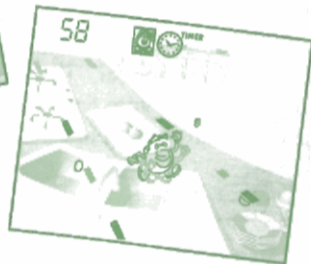
Press "◀" to move left.



Press "▶" to move right.



Press JUMP to jump up



Press FASTER to move faster.



You will automatically pick up body parts and the special items simply by moving directly over that part!

Each stage is on a time limit — so hurry!

Remember, that in order to see the special animations at the end of each stage, you must score enough points so that two special items appear. Then you must pick up these two special items before time expires. Here are the special items to pick up:

**Stage 1:**

Mountaineering hat and mountaineer rope.

**Stage 2:**

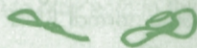
Snorkel (that fits in mouth) and fins (that fit on feet)

**Stage 3: FIRE FIGHTER**

Fire Hat and hose.

**Stage 4: WILD WEST**

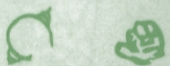
Cowboy hat and lasso.

**Stage 5: GOING SHOPPING**

Bag of groceries and shopping cart.

**STAGE 6: GOING TO THE MOON**

Astronaut helmet and astronaut's padded gloves (that fit on hands).



You must also use the house to your BEST advantage! For instance, you'll score extra points by diving into the waters of the sink!

THIS GAME HAS EVERYTHING — INCLUDING THE KITCHEN SINK!



Or use the sponge as a trampoline to get higher in the air than a normal JUMP can achieve!



YOU'VE HEARD OF BUNGEE JUMPING? THIS IS SPONGY JUMPING!

Sometimes, the pots and pans are a secret stair leading to parts! Use your house wisely — it is your neighborhood and your friend!

The game pauses as you complete each stage. Press the ON/START button to begin each new stage. You cannot switch characters between stages — you can ONLY switch characters at the beginning of a game.

After the story is complete (after stage 6), use the SELECT button to select which character you want to play with in the next game.

After making character selection, press the ON/START button to begin play again from stage 1.



**BE A "PART" OF THE FUN BY PICKING UP PARTS!**

Eyes : 10 points                      Noses : 10 points  
 Mouths : 10 points                    Ears : 10 points

Two special parts to complete each stage and trigger "travel" animation: 30 points each.  
 In all stages, you score other points for various obstacles:

<b>20</b> POINTS	Each time you jump onto a linoleum counter top or rolling on rug in living room.
<b>30</b> POINTS	Each time you dive into the sink full of water and for climbing up lamps in living room.
<b>40</b> POINTS	Each time you climb up and over a pot or pan and for jumping on bed like a trampoline in bedroom.
<b>50</b> POINTS	Each time you jump out of the sink full of water and for sliding down the staircase bannister in hallway.
<b>60</b> POINTS	Each time you dive off the spatula into the sink full of water and each time you can round a full circle along the dining room table.
<b>70</b> POINTS	Each time you catch an ice cube when the freezer door swings open and an ice cube falls out.
<b>80</b> POINTS	You time you bounce (like a trampoline) on the sponge.
<b>200</b> BONUS POINTS	for winning each stage.

Please note, however, you LOSE 20 points each time you trip and fall into the dishwasher. When you fall into the dishwasher, you get sprayed with water. It's very funny — you're all washed up!!!

**INSERTING THE BATTERIES**

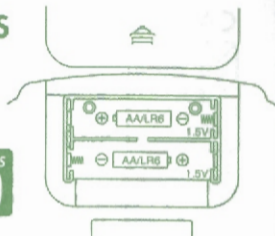
To insert the batteries, remove the battery compartment cover at the back of the game.  
 (To remove cover, push in direction of the arrow.)  
 Insert two "AA"/LR6 batteries (not included), making sure to align "+" and "-" as shown.

**TO ENSURE PROPER FUNCTION:**

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

**RESET BUTTON:**

After battery insertion, the RESET switch may be pushed only if the game doesn't work properly.  
 (Use a ball-point pen.) The display should appear as shown in the diagram at the right.





**CAUTION**

High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

**DEFECT OR DAMAGE**

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department,  
1000 N, Butterfield Road, Unit 1023,  
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

**90-DAY LIMITED WARRANTY**

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$10. Payments must be by check or money order payable to Tiger Electronics, Inc.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.**

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department,  
1000 N, Butterfield Road, Unit 1023,  
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.